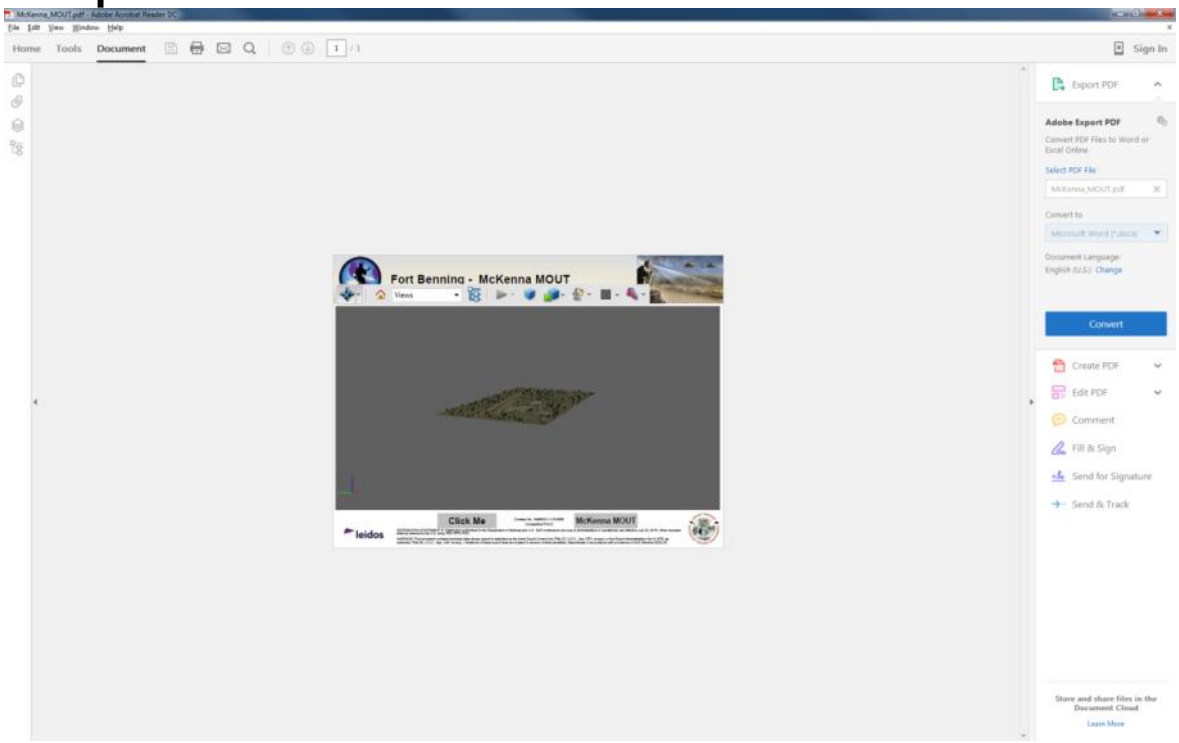
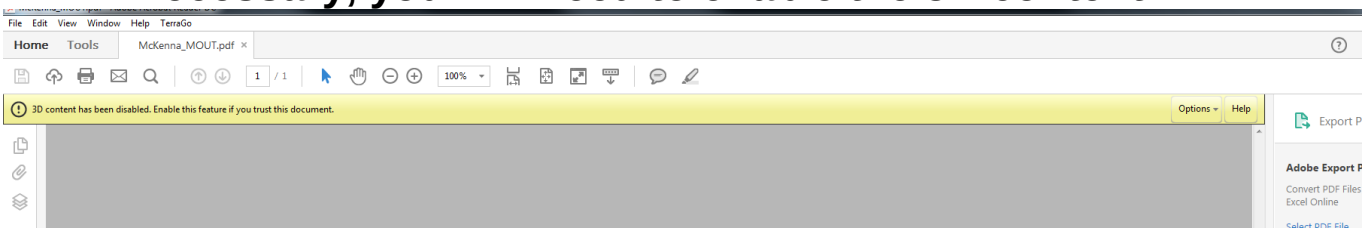
3D PDF How to Use Guide

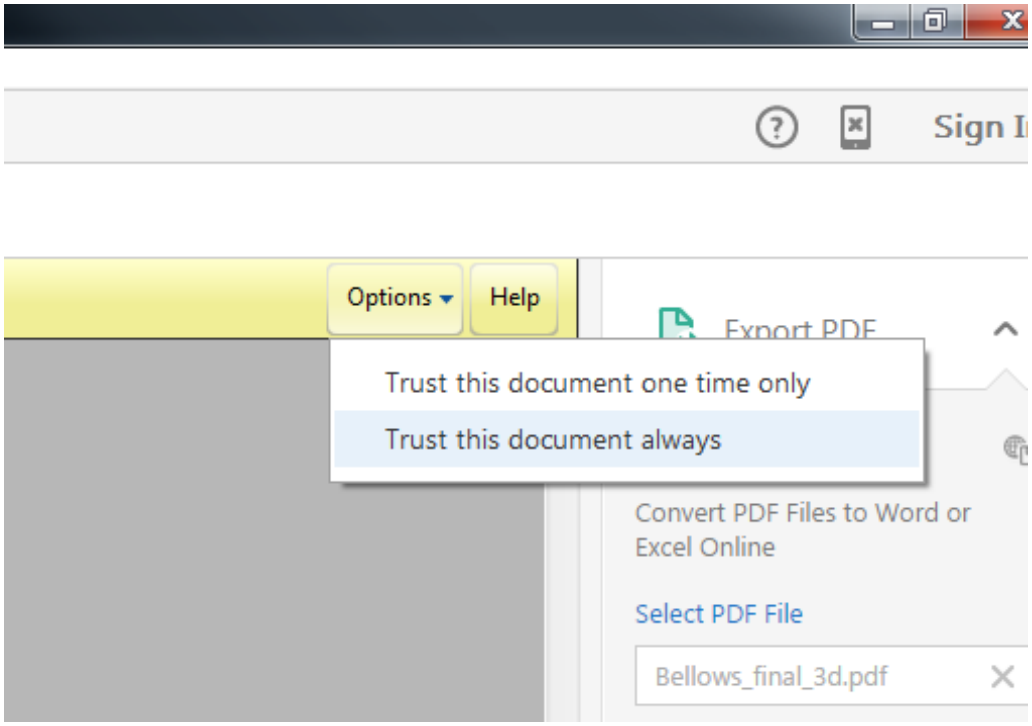
1. Open PDF in Adobe Reader.



- **If necessary, you will need to enable the 3D content.**

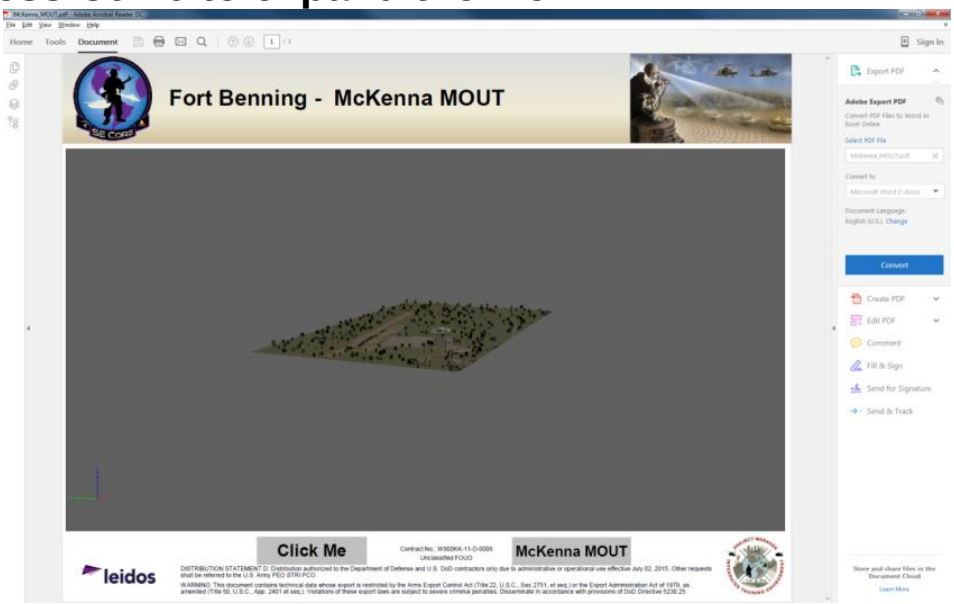


- **In the yellow warning bar, go to the Options drop down and select “Trust this document always”.**



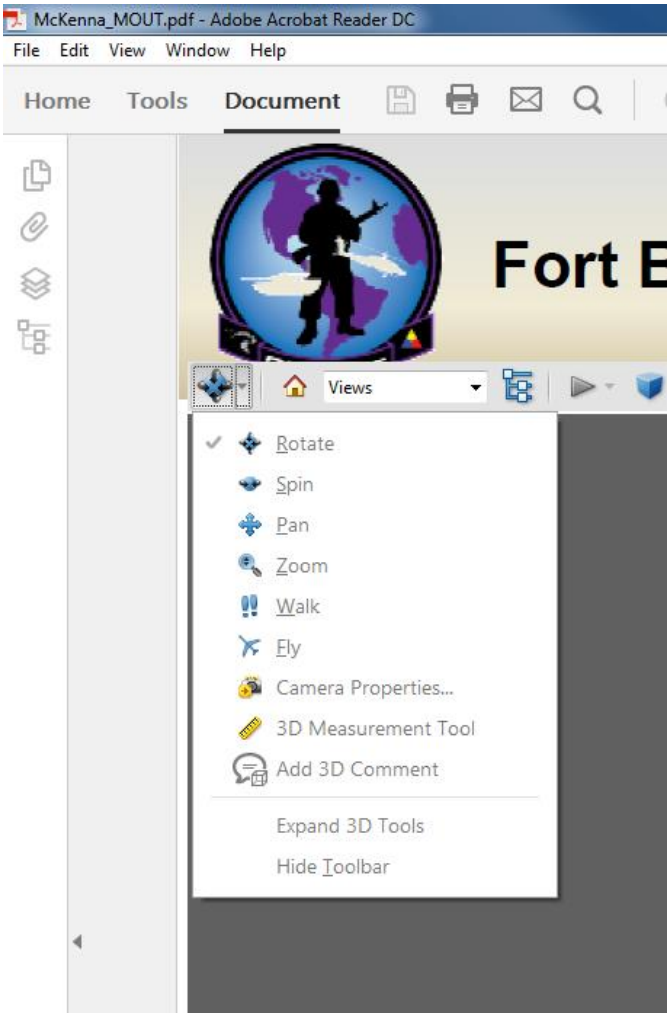
- **This warning should not show up again when you open up your 3D PDF next time.**

2. Press Ctrl-0 to expand the view.



3. Use the 3D toolbar on the top left of the viewing area for more options.

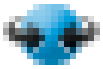
4. In the 3D toolbar the first button to the left gives you moving options for the view. Rotate and Pan are the most common moving options used.



Rotate 

Turns 3D objects around relative to the screen. How the objects move depends on the starting view, where you start dragging, and the direction in which you drag.

Note: You can also use the Hand tool to rotate an object. Ensure that Enable 3D Selection for the Hand Tool is selected in the 3D panel of the Preferences dialog box.

Spin 

Turns a 3D model in parallel to two fixed axes in the 3D model, the x-axis and the z-axis.

Pan 

Moves the model vertically and horizontally only. You can also pan with the Hand tool: Ctrl-drag.

Zoom 

Moves you toward, or away from, objects in the scene when you drag vertically. You can also zoom with the Hand tool by holding down Shift as you drag.

Walk 

Pivots horizontally around the scene when you drag horizontally. Moves forward or backward in the scene when you drag vertically; maintains a constant elevation level, regardless of how you drag. The Walk tool is especially useful for architectural 3D models. To change the walking speed, change the default display units in the Preferences (3D).

Note: The Walk tool is available when you select the Preferences setting that consolidates tools or when you right-click the 3D model and choose Tools > Walk.

Fly 

Navigates through a model while maintaining the surface orientation. Right-click and drag inside the 3D window. The Fly tool moves more slowly the closer you move toward an object. Drag the pointer right or left to turn.

To rotate the camera view, click the left mouse button inside the 3D window and drag to turn the camera view. To return to the starting camera direction, move the mouse back to the initial click point.

Use the mouse scroll wheel to move rapidly backward and forward along the camera view direction. This functionality is useful if you get lost within a model or fly into the surface.

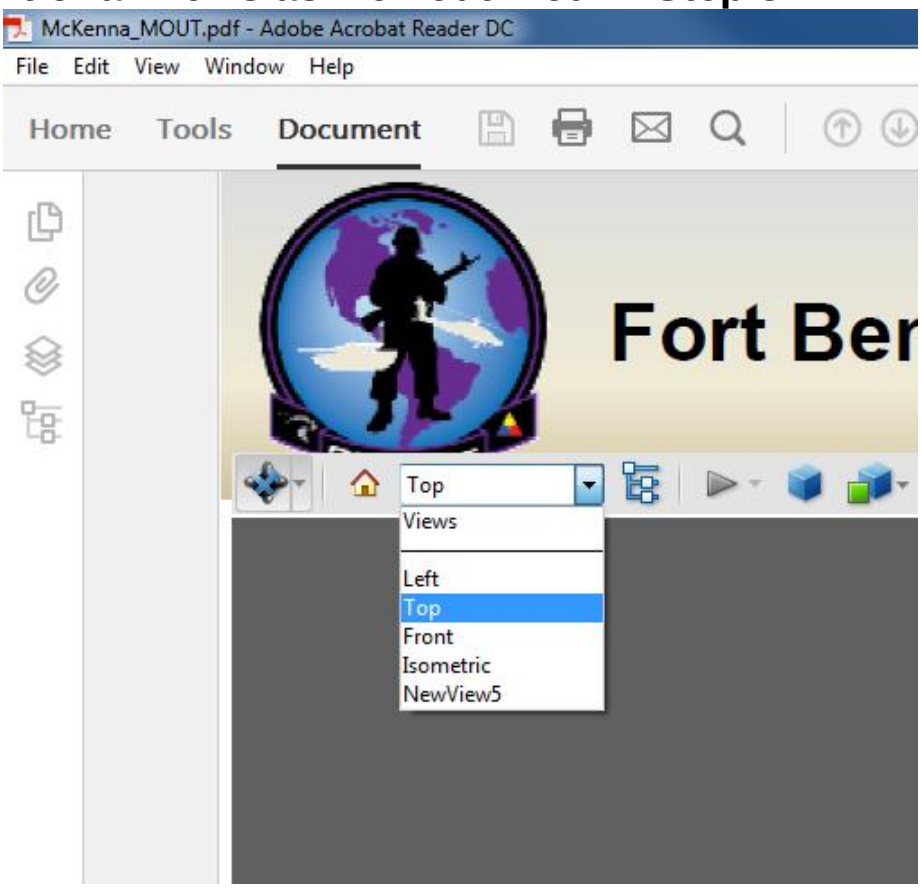
Camera properties 

Defines the camera angle, alignment, and other properties that define the lens through which a 3D model is viewed. Camera properties are components of views but are set independently.

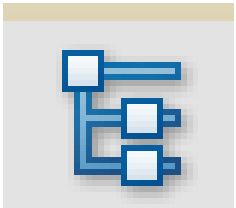
3D Measurement Tool 

Measures part sizes and distances in the 3D model.

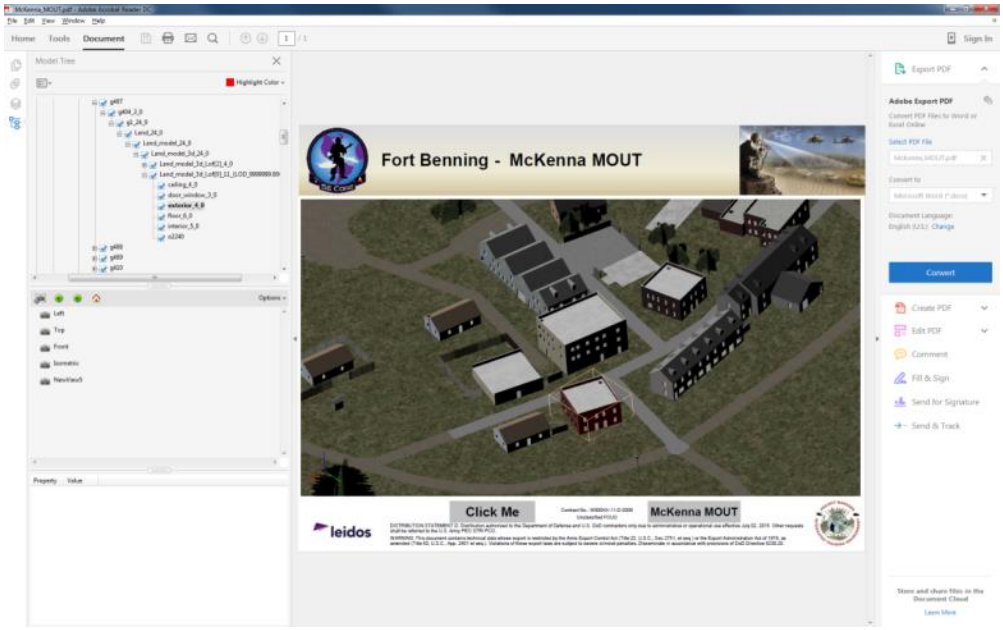
5. **The View drop down in the 3D Toolbar gives you a list of different views you can zoom to. You can create additional views as well outlined in Step 8.**

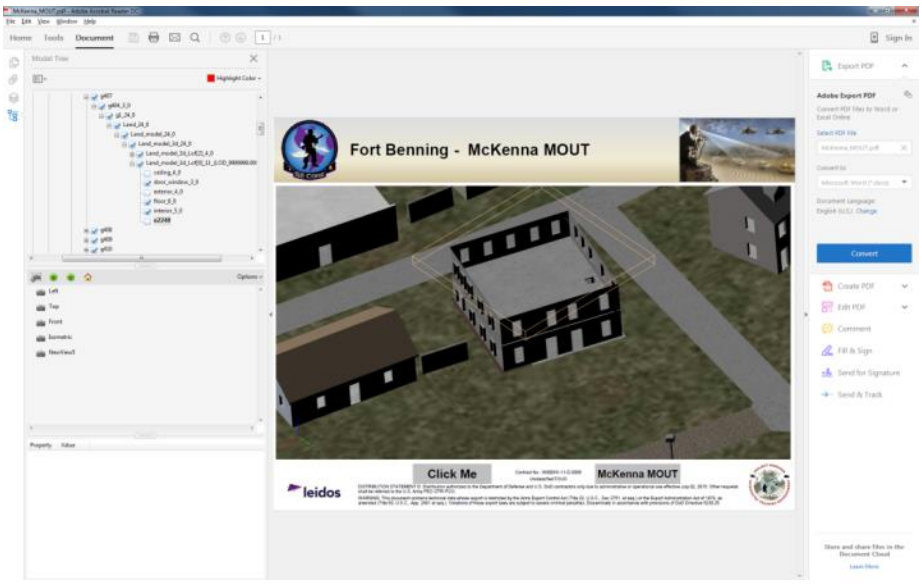


6. **Select the Toggle model tree button to open the model tree window. This allows you to turn content on and off in the 3D PDF view.**

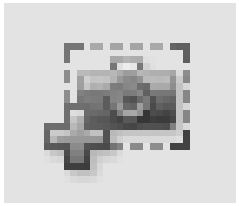


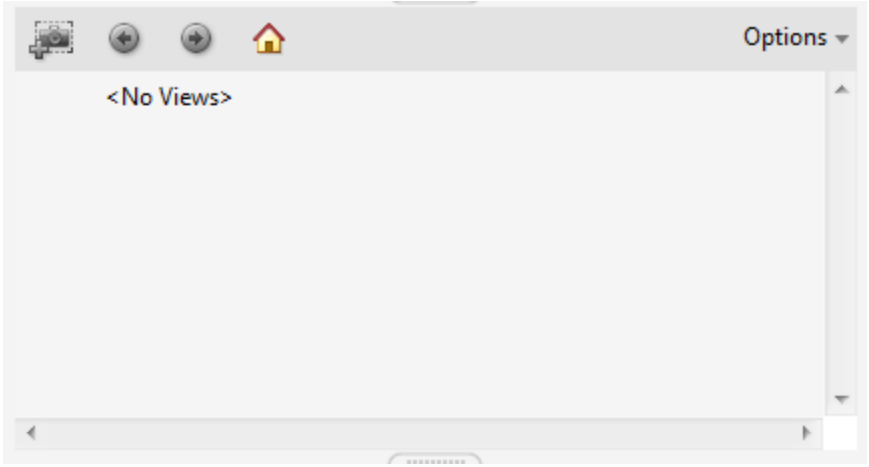
7. **Select a model in the viewing area to see the corresponding structure in the model tree window. You can then turn things on and off by selecting the check boxes in the model tree.**

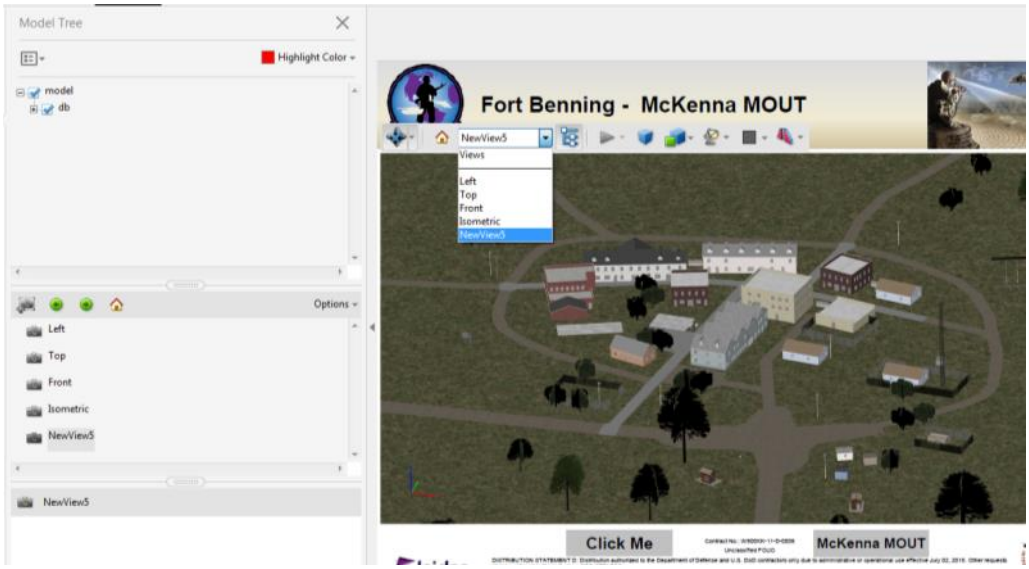




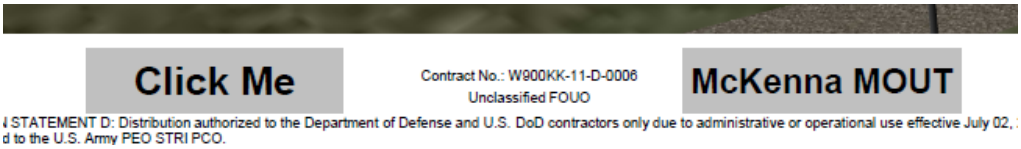
8. **You can create additional views from the model tree section, select Create View in the middle window of the model tree to take a snapshot of the current view. You can than select this view from the Views drop down or from the model tree middle section.**







9. If available, click on the buttons outside of the view area in the borders to zoom to fixed views.

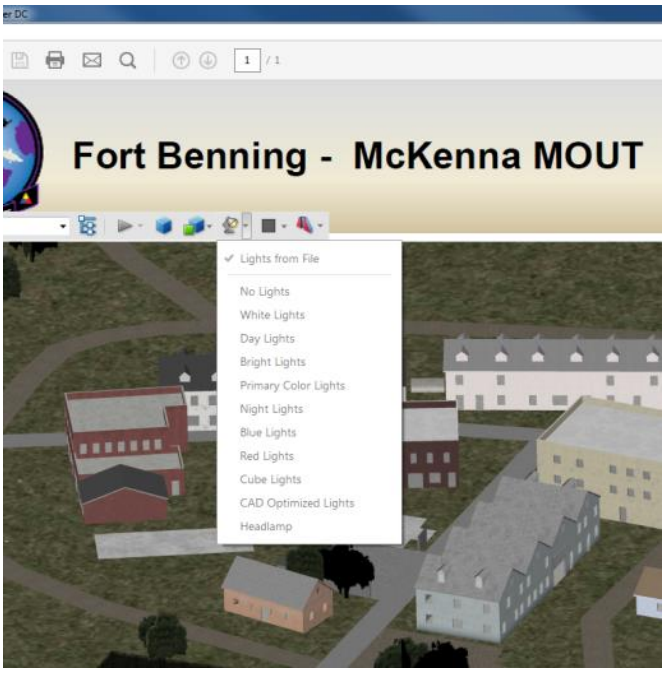


10. Use the mouse wheel to zoom in and out of the viewing area.

Before View:

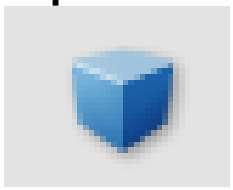
After using mouse wheel view:

11. **In the 3D toolbar use the Enable Extra Lighting button to change the lighting in the view. Models will need the lighting changed to view better.**

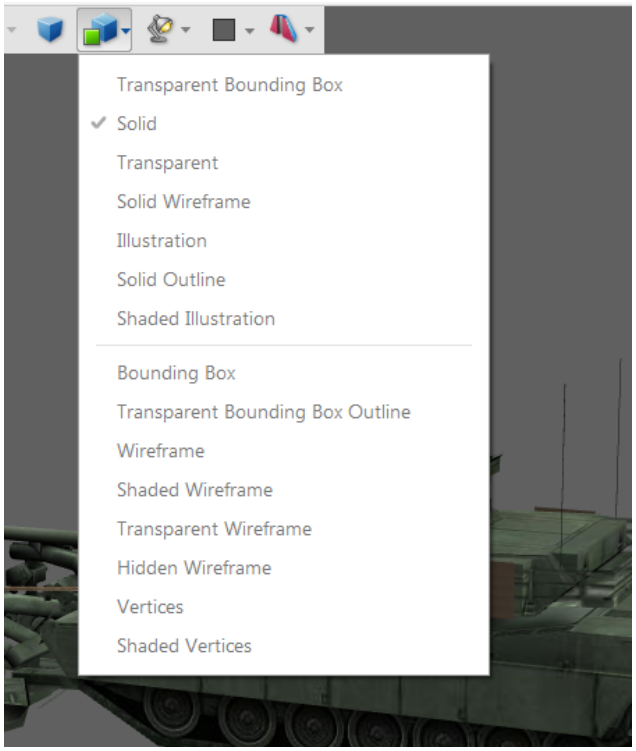


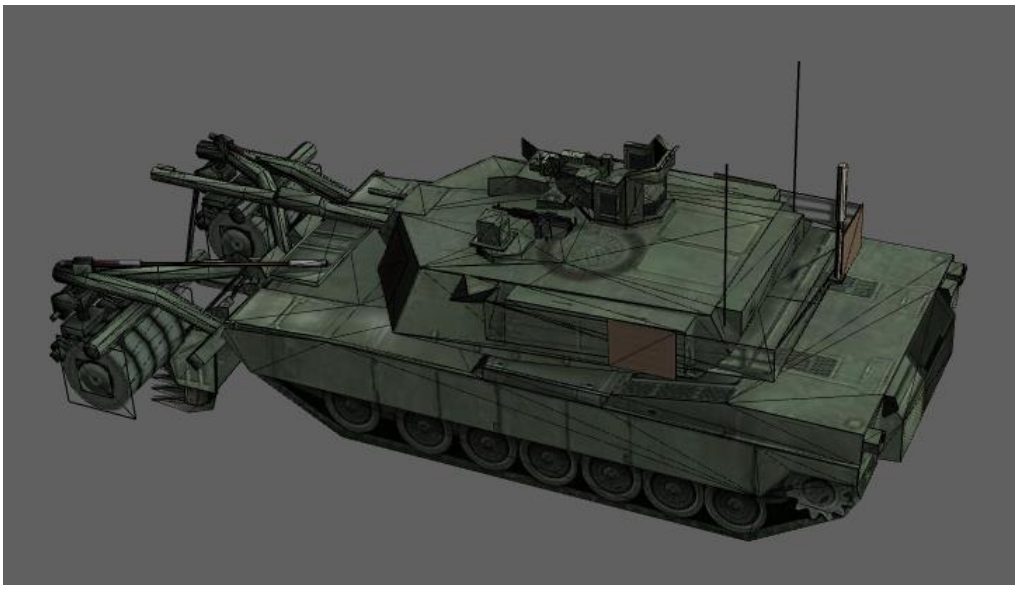
12. **For CM2 Models, press the Play button on the 3D toolbar to stop and start the animation if available.**

13. **Select the Projection button to view the terrain or model in Perspective or Orthographic projections.**

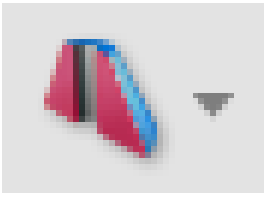


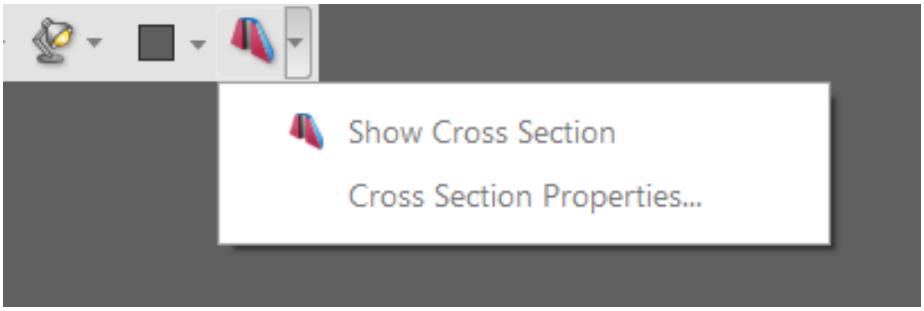
14. **Select the Model Render Mode to display wireframe and other rendering options.**

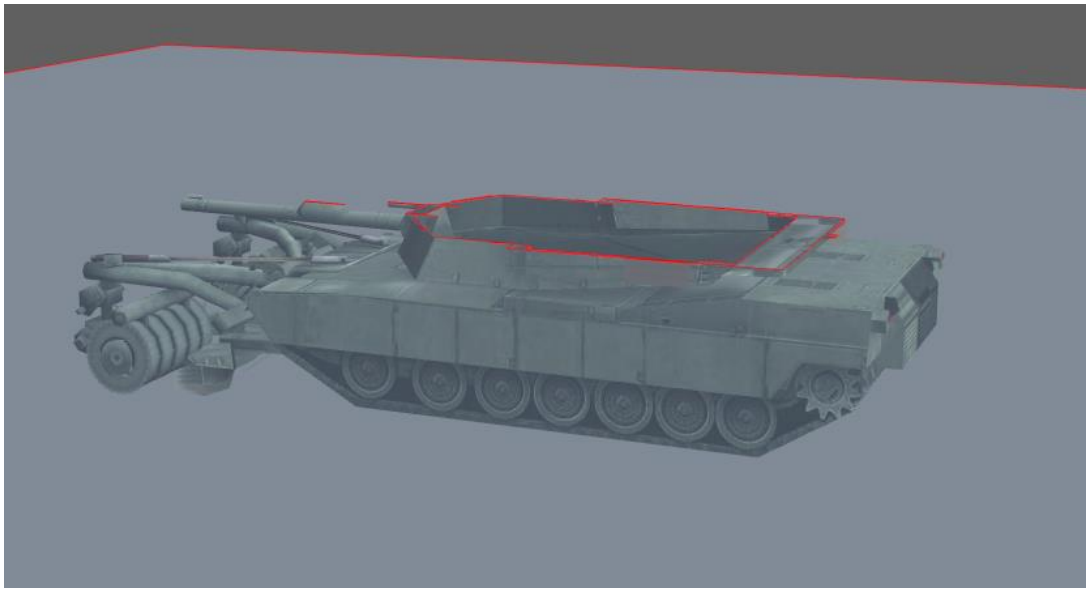




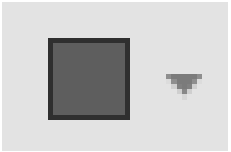
15. **Select the Toggle Cross Section button to see cross section in view.**

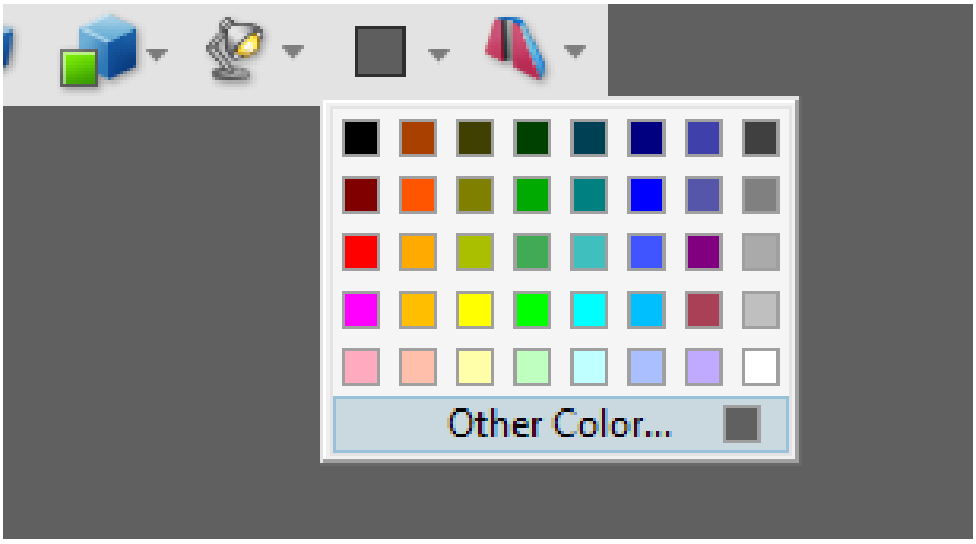






16. **Select the background color to change the background color in the view.**




Other Color...